

A detailed illustration of a space station in orbit around Earth. The station is a complex of various modules, including a large circular structure with a radial pattern, and several smaller rectangular units. It is shown in a perspective view, appearing to be in motion. The Earth is visible in the background, showing a blue and white horizon. The title "andromeda conquest" is written in a large, white, sans-serif font across the top of the image.

andromeda conquest



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ANDROMEDA CONQUEST IS AVALON HILL'S TRADEMARK NAME FOR ITS COMPUTER GAME OF GALACTIC COLONIZING AND CONQUEST

The Avalon Hill
Game Company
Baltimore, Md.

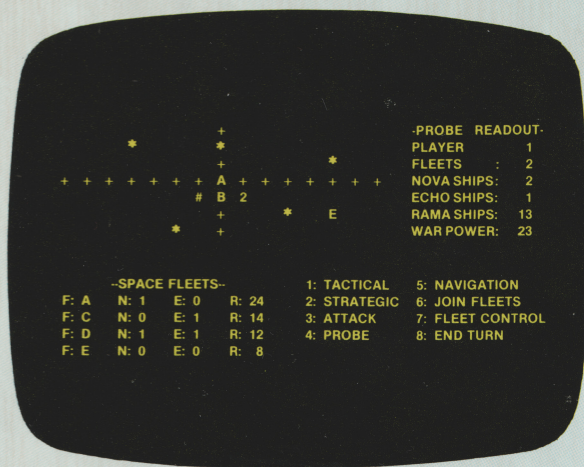
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andromeda CONQUEST

Armoured space troopers moved quickly from building to shattered building. Through the flames and billowing smoke of the devastated city small combat airships swooped, seeking out remnants of resistance. Huge metal and plasteel crawlers stalked through the remains of the city, turrets rotating, occasionally firing a burst of anti-personnel weaponry at some unseen opponent. In a few spots some small fighting still went on, but the outcome had been certain since that morning, when the defensive shields finally yielded to fleet bombardment.

Half-way around the planet, at invasion headquarters, a communications officer moved quietly towards a violet scaled humanoid watching a video screen and saluted.

"Your Grace, all task forces have reported in. Jhodleth has fallen. All resistance will be suppressed by nightfall."

The Admiral was quiet for a while, watching the death throes of the last holdout of the native race, and the final step in the planetary conquest.

"Inform the Sauroidi Admiralty. We will leave the planet to the colonists within the week." He did not even turn his head.

Quite a while later, in a room parsecs from the conquered planet, another sauroid gazed out across the dark room. Tiny lights shone on and within a huge translucent sphere in the center of the room in a seemingly random array. The lights were several different colors, and some of them blinked furiously. As the creature watched, one of the flashing red lights went dark for a second, then came back on as a steady purple. His Supreme Omnipotence, the Emperor of the Sauroidi, turned and left the room, smiling to himself.

Andromeda Conquest allows from one to four players to vie for control of the Andromedean Galaxy. In multi-player games, which are especially recommended, alliances and diplomacy among players can become an important consideration as each player strives to conquer the most star systems.

Playing Time: 1-6 hours or more

Andromeda Conquest is ready to run on your Apple® II or II + with DOS 3.3 (Disk II), 48K Memory and Applesoft® in ROM.

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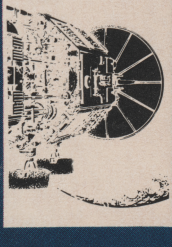
This game is also available for other microcomputer systems



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1 to 4
Players

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Apple II® Diskette, 48K



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